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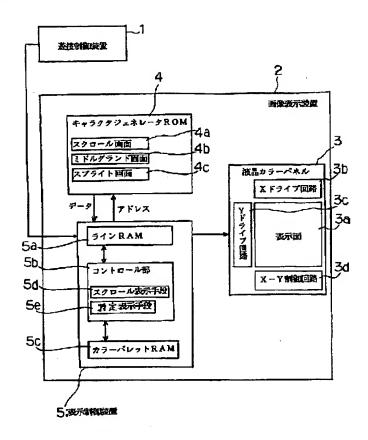
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TITLE

IMAGE DISPLAY DEVICE FOR GAME

MACHINE



ABSTRACT :

PURPOSE: To improve game enjoyableness by securing a pseudo stereoscopic screen with a small pieces of data by variably displaying superimposing characters on a split screen, a middle grand screen and a scroll screen on the display screen of a liquid crystal color panel according to ready for winning information, etc.

CONSTITUTION: A game controller 1 outputs every kind of game information to an image display device 2. In this case, an address to be attached on screen data which forms a virtual screen and to read the screen data and an address to designate a color pallet 5c are stored in the character generator ROM 4 of the image display device 2. A scroll display means 5d in the control part 5b of a display controller 5 samples the scroll screen 4a on which a scroll character, etc., is displayed, and displays it on the display screen 3a of the liquid crystal color panel 3. On the other hand, a specific display means 5e adds the data on the scroll screen 4a, and samples the middle grand screen 4b and the split screen 4c, respectively, and displays them variably on the display screen 3a.

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